

## ***ABSTRACT***

*Much has been said about the problems that software engineers face in developing large systems. Traditionally, developers have adopted structured analysis and design methodology in developing systems that has been working fairly efficiently until now. Much complaint has been thrown at this methodology. As with this methodology, most complex software systems raise numerous software engineering problems such as design, development, requirement compliance, evolution and maintenance. To these problems, Object-Oriented (OO) methods and tools claim to bring a solution. The trend now is to use OO technology. But beyond the current fashion of the object oriented technology in the software industry, is this new approach mature enough for developing large and industrial strength applications? Again complaints have been thrown at OO Technology. This paper presents an overview of the two methodologies, assesses its strength and weaknesses and suggests a new model for efficient development of large-scale systems incorporating both the strengths of structured and object-oriented methodologies.*

***Keywords:*** *Large Scale Systems, Structured Analysis and design methodology, Object-Oriented technology.*